...Strider...Thunder Force 3...Fire Shark...Whip Rush...Dando...Hellfire...

MEGA PLAY

THE ULTIMATE ALL-SEGA™ MAGAZINE

Mega Preview...

PHANTASY STAR 3

The Great Adventure Continues...

NEW TIPS AND TRICKS FOR GENESIS!!

16-Bit Mega Previews

Buster Douglas Boxing
Darwin 4081
New Zealand Story
Mondu's Fight Palace
Target Earth
Super Monaco GP
Pat Riley Basketball
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8-Bit Master System Previews

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Sega Gaming Goes Portable...

Mega Play takes a Closer Look at the Game Gear Hand-Held!

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MEGA PLAY

The All-Sega™ Magazine

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POWER-ON...

Welcome one and all to the premiere issue of Mega Play, the magazine made especially for Sega Master System and Sega Genesis fans. Response to Mega Play has been phenomenal, indicating to us that the game playing public has a need to know what's up with their Sega system! What's hot, what's not, and what's just around the corner? Well Mega Play is here to keep you entertained and informed.

Since the editors of Mega Play are game fans (and more importantly, Sega fans) we've tried to create a specialty magazine that will appeal to fellow game players like you. That's why we've concentrated on the hottest news, greatest tips and unreleased games that we know you want to hear about. After you read through this issue, however, please drop us a letter and let us know what you think. Is there something you want to see more of? Less of? Let us know because Mega Play is YOUR magazine and we want to make it as good as it can be!

ON THE HORIZON..................4

The place to look for upcoming information on new Sega products, peripherals and info! In this issue we take a super-secret look at the Sega Game Gear portable game system. This remarkable device not only boasts new hardware capable of playing all new, ultra-enhanced games, it will also become a Master System and even a television!

NEW FROM JAPAN...............6

Our globe-trotting Sega ambassador delivers a full spread on the third installment of the Phantasy Star series! Phantasy Star 3 follows in the footsteps of the 16-Bit sequel with an all-new adventure filled with better graphics, more puzzles and new characters.

THE WINNERS CORNER........8

The one-stop resource for all the best Sega tips and tricks! Check out the debugs, level selects and other secret tips uncovered by our pros and find out how super-stars like you can win big with your own strategies!

MEGA PREVIEWS................10

The first word on Sega video games! Learn about all the new 8-Bit and 16-Bit titles soon to be released, as well as sneak peeks on hot games like Buster Douglas Knockout Boxing, Darwin 4081, Mondu's Fight Palace, The New Zealand Story and more!

MEGA FEATURES................14

Check out these super-spreads on the mega-hits of tomorrow! Super Monaco GP, Pat Riley Basketball, After Burner 2, Target Earth, Vermilion, Aerial Assault, E-Swat, RC Grand Prix and more are detailed with tons of photos and plenty of playing tips!

MEGA REVIEWS..................30

Check out what our pros think of the latest Sega releases. Get the honest scoop from four of the best Sega fans around, as they pull no punches to bring you all you need to find out which 16-Bit and 8-Bit titles are the best.

FROM THE EDITORS OF ELECTRONIC GAMING MONTHLY...

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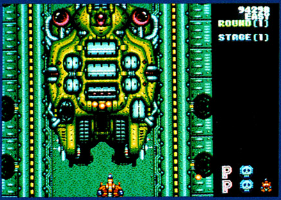
MEGA PLAY

The Ultimate ALL-SEGA Magazine!

Finally, a magazine made exclusively for owners of the Sega Master System and Sega Genesis! Introducing Mega Play, the first full-color publication with all the tips, tricks, reviews, and previews a Sega fan could ever want! Each quarterly issue of Mega Play is packed with behind the scenes info and photo-spreads of the latest 8-Bit and 16-Bit sensations. And since it's from the editors of EGM, you know Mega Play is a magazine you can trust! . To get the most out of your Sega system, you NEED Mega Play!


94290
EASY
ROUND(1)
STAGE(1)

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- FIRST-LOOKS AND PREVIEWS OF NEW MASTER SYSTEM AND GENESIS GAMES!
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SEGA GAMING GOES

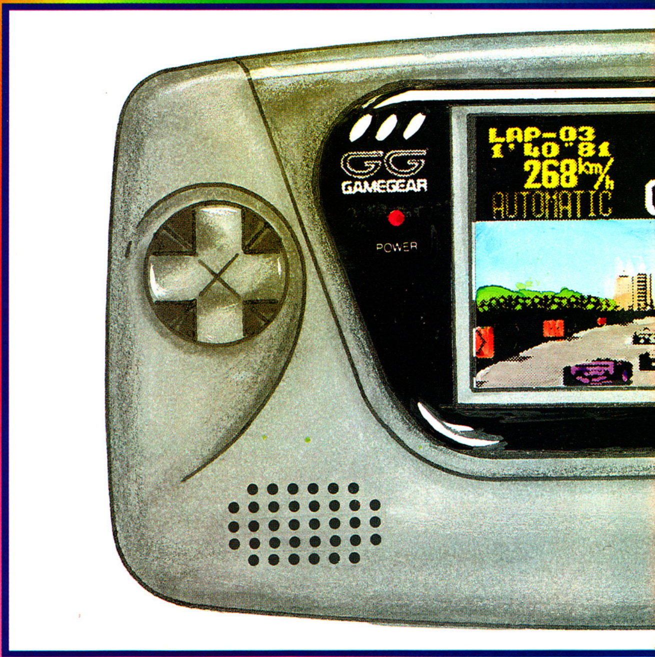
Armed With A New Piece of Hardware and the Ability to

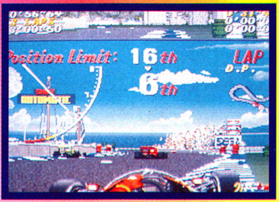
Hand-held video gaming has become very popular lately, with the release of Nintendo's black-and-white Gameboy and Atari's Lynx. Not to be outdone, however, Sega is determined to stake their own claim in this exciting new system genre by unveiling their own portable unit!

To be called the GG or Game Gear in Japan, this tight little package holds a powerful punch for hand-held gaming fans. The system uses an all-new hardware system that enables it to play great new softs that haven't appeared on any other game machine before. The Game Gear will also be able to be expanded into a full Master System in the future to let players with previous 8-Bit titles to enjoy their games on the go!

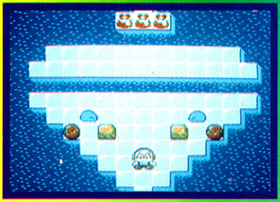
Like the Atari Lynx, the Game Gear uses a full-color display that produces truly vivid images. The screen is 3.2 inches in size, with a resolution of 160x146 - better than even the Lynx! The Game Gear's powerful graphics processor also enable the system to animate graphic characters with up to 32 colors simultaneously from a possible combination of 4,096 different hues! This is twice as powerful as the Lynx, which can draw with a palette that uses a maximum of 16 colors on-screen at any one time! This translates into visuals that are much more realistic and closely approximate the types of graphics you see in arcades and on the Genesis!

The Game Gear will play games that have designed specifically to take advantage of the unit's advanced graphic capabilities. At this time Sega has announced only three games for the Game Gear which combine the best of both new and old. Super Monaco GP, Columns and Pengo are the first games due to appear.





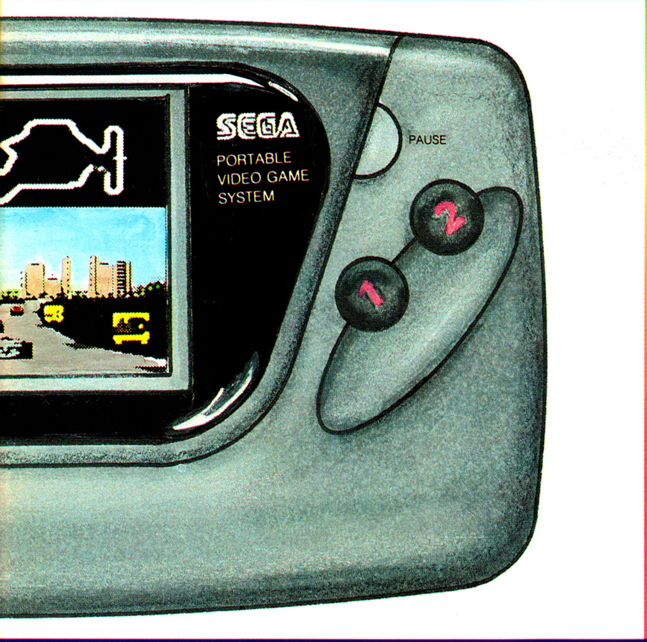
Super Monaco GP races its way onto the Sega Game Gear!

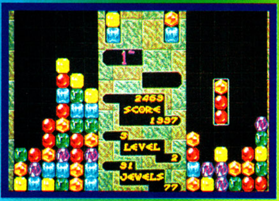


Pengo, a Sega arcade classic, is another title due on GG!

PORTABLE WITH GG!

Play All-New Games Sega Has a Hand-Held All Their Own!





Columns, a new arcade attraction, is also set for GG!

GAME GEAR SPECS...

Processor	Z-80A
Processor Speed	3.58MHz
Screen Size	3.2 Inches
Resolution	160 x 146
Colors	32 Out of 4,096
RAM On-Board	16K Byte
Power	6 "AA"-Size
Size	9" x 5" x 1"
Price	Approx. $150.00

The power behind this portable is a new graphics/sound co-processor that uses the tried and true Z-80 as the main brain. Die-hard Sega fans will immediately recognize the Z-80 as the processor that drives the 8-Bit Master System. Although Game Gear is similar, it is no way a copy of the earlier machine.

The Game Gear measures approximately 9" x 5" x 1", and features a standard control pad on the left, a high-quality LCD screen in the center, and Pause, One and Two buttons to the right. In addition, contrast and volume dials are located at the bottom of the system, while cards and expansion devices are plugged into the top.

Speaking of expansion, the Game Gear will be able to accommodate a number of exciting peripherals. While a TV tuner that will turn the Game Gear into a boob tube has been rumored, other devices such as a Master System add on are also possible. Right now Sega won't disclose much more.

What we have discovered, however, is that the Game Gear will go on-sale in Japan sometime in September and carry a retail price of around $150. Games will be sold for 20 to 30 bucks each, and the tuner attachment will come at an additional $100. All quite affordable for portable gaming of such high magnitude.

Sega officials have indicated that their current schedule does not plan a 1990 release for the Game Gear in the U.S. They are unofficially indicating that something might happen in 1991, although such information is purely speculative. This means that NEC will have the first of the advanced portables to compete with Lynx when their Turbo Express debuts this fall. In the end, however, you can count on another fine product from the engineering experts at Sega!

時の継承者
PHANTASY STARIII

MEGA FILE...

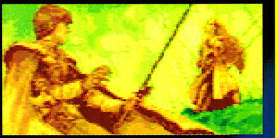
Manufacturer: Sega
Sega System: Genesis
Cartridge Size: 6 meg + battery
Number of Levels: NA
Theme: Fantasy RPG
Difficulty: Hard
Number of Players: 1
Available: January '91

PHANTASY STAR 3:

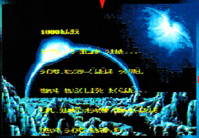
The Beginning of a New Era

PROLOGUE:

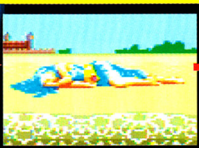
One thousand years ago the solar system was at peace. All at once an evil sorceress names Laia appeared out of nowhere and threatened to take over the planet. Armed with a power to create monsters she quickly built an army of immense proportions. The people of the planet fought bravely but they were no match for her powers. When all hope was lost, a brave young soldier named Orakio appeared along with an army of robots. A huge battle occured and they both disappeared.



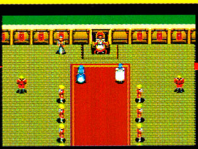
The battle of Orakio and Laia .



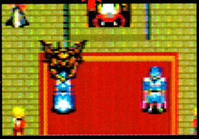
The world was almost completely destroyed. But, from the rubble , the people began anew.



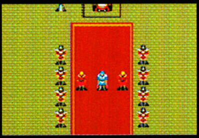
Eons later, on a distant shore a beautiful girl sleeps peacefully.



Prince Cane, a descendent of Orakio, falls in love with the girl and plans to marry her.

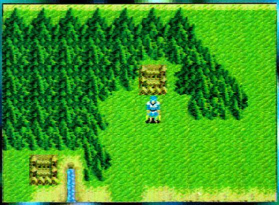


Just as the marriage is almost complete a hideous demon appears and steals Marina away!

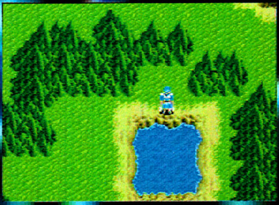


Cane vows to find Marina and return her to the palace!

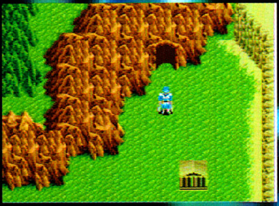
Explore the Countryside...



As in Phantasy Star 2, nestled inside the many forests are other towns and villages.

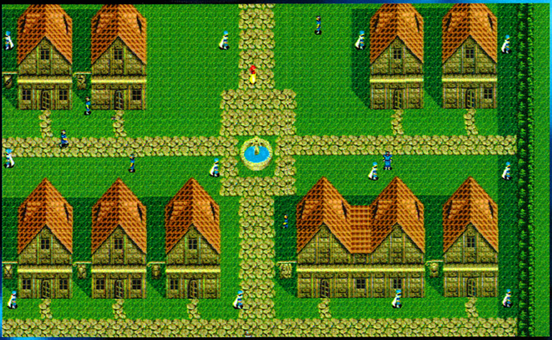


If you go east to the pond you will get Meu - the second member of your party.



New in Phantasy Star 3 are the caves. What secrets lie within?

Power Up in the Towns!



Armory

BUY: Armor & Shields.

Hospital

BUY: Extra Life Energy

Palace Gate

Enter the Gate to find Marina.

Fortune Teller

BUY: Future Events

Weapons

BUY: Knives & Swords.

Hotel

BUY: Lodging for PM.

Equipment

BUY: Dimate & Antidotes

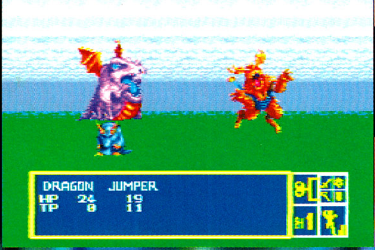
Church

BUY: Courage Potions

Church

BUY: Poison Antidote

Battle the Enemy in the Countryside!



Method of Battle

Automatic Fights until battle is over

Manual Fights for one round & pauses

Retreat Allows you to run away

Select Lets you modify strategy

Strategy Icons

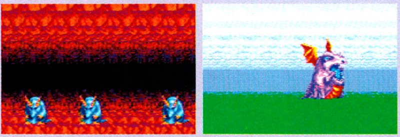
Weapon Alllows you to select weapon

Item Use recovery potions

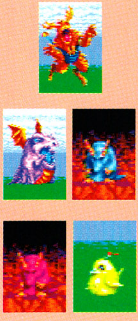
Technique Use specific methods of battle

Equipment Select items for defense

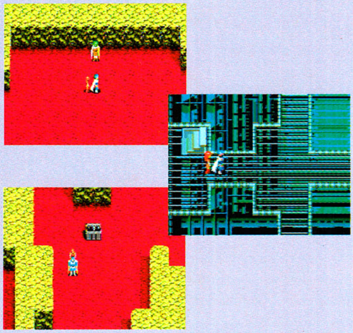
Note the new backgrounds in the battle scenes,



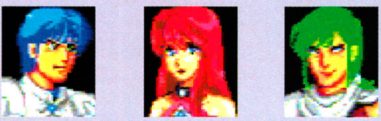
the new enemy,



and all of the new mazes to explore!

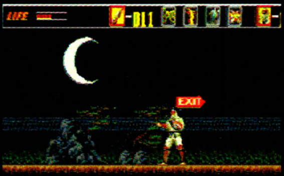


the new people,



MEGA TRICKS!!

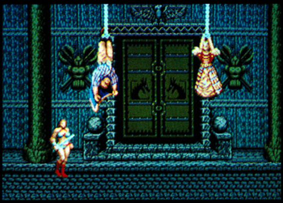
The Ultimate in Sega Secrets !!



REVENGE OF SHINOBI

(Sega/Genesis)

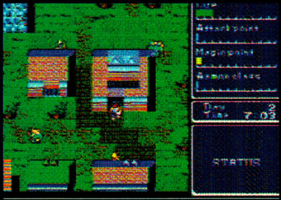
Unlimited Men - In round 4-2 of Revenge of Shinobi, there are many power-ups hidden that are revealed only by shooting them. On the first platform, jump and shoot and you'll reveal a 2-Up on the platform across from your position. Get it, die, and repeat!



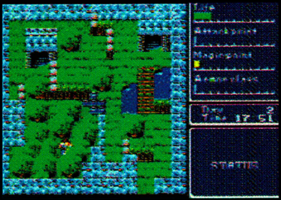
GOLDEN AXE

(Sega/Genesis)

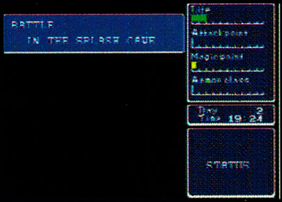
Level Select - To select any level at the start of Golden Axe, press button 'B', hold the pad down and to the left, and press start simultaneously on controller one. Do this at the character selection screen. When activated, a small number will appear designating the level.



Begin in the town by talking to some people there...



...Head out to the left and into this clearing of trees...



...Enter here for the Super Hydlide sound test mode!

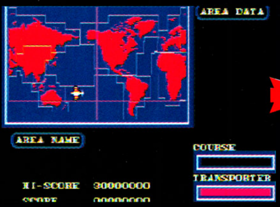
Super Hydlide

(Seismic/Genesis)

Hidden Cash and Secret Sound Test Mode - Super Hydlide is a very complex game which will take many hours to complete. Here are some tips on how to take a break from the intense action and how to start the game with some extra cash! When the game starts you will begin in the City of the Forest. After you get some information from the towns' people, exit the town and go out into Fairie Land and go five screens to the left. There, you will see a cave. Enter the opening and you will appear in a deserted village. Walk around the first wooden fence and walk downward. Your character will now magically walk onto the brick wall! Walk left again onto the patch of trees and get in the middle clearing of the trees and hit the 'B' button. You will find a whopping 10,000 gold pieces hidden here!

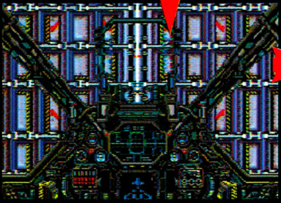
If you want to listen to the superb sound effects in this fine game, go from the area where the hidden money is located and exit the trees the same way you entered them. Next, go to the top left building. In this building you can cycle through the different game sounds!

Jam to the Music and Begin with Mega-Bucks!!


AREA DATA
AREA NAME
COURSE
TRANSPORTER
HI-SCORE 30000000
SCORE 00000000

Go to an area with no enemies...

Hold the Start button and press A, B, C, B, A, A, B, C, B, A, B and release Start



Go to the desired area and input the codes at the right!

Air Diver

(Seismic/Genesis)

Secret Modes - There is now a way to access several useful, yet hidden, features in the game Air Diver. Start the game and go to an area on the map with no enemy. Hold 'Start' and press A, B, C, B, A, A, B, C, B, A, B. Let go of 'Start', hold the pad for the desired trick (see right) and continue to hold as designated while you leave the hanger. Once the round begins, let go of the buttons.

Invincible

SCORE 00000000

Hold Start

Fight Ace

SCORE 00000000

Hold 'A'

Mothership

SCORE 00000000
ALERT

Hold 'B'

Last Boss

SCORE 00000000

Hold 'C'

Repeat this Trick For Each of the Levels!!

GHOULS AND GHOSTS

(Sega/Genesis)

Alternate Invincibility - You may know of invinicibility or "no die" for Ghouls and Ghosts, but not like this! Turn the Genesis on and press 'Reset' four times. When the title screen appears, press the 'A' button four times. Then press Up, Down, Left, Right and you'll hear a musical harp-like note. Press 'Start' for player select and then press and hold the 'B' button and press 'Start' to begin the game. Now you're completely invinicible and you can walk right through the entire game without a hitch or problem!

GHOULS'N GHOSTS
© CAPCOM 1988
REPROGRAMMED GAME © SEGA 1989

Reset four times, at the title press 'A' four times, press Up, Down, Left, Right! Hold 'B' and Start!

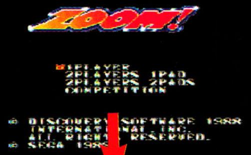
ARTHUR IS INVINCIBLE!!

Totally Invincible!

Zoom!

(Sega/Genesis)

New DeBug - How about this! We've uncovered extra menu screens in this Genesis cart! You can now listen to sound effects, and enter new areas of play through the demo mode!


ZOOM!
1PLAYER
2PLAYERS 1PAD
2PLAYERS 2PADS
COMPETITION
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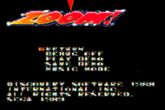
At the player select screen, press Up, Up, Down, Down, Left, Right, Left, Right, 'A', 'B'!


ZOOM!
RETURN
DEBUG OFF
PLAY DEMO
SAVE DEMO
MUSIC MODE
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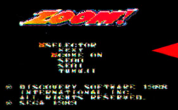
All-new menu!


ZOOM!
SELECTOR
NEXT
MODE ON
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© SEGA 1989

Music and S.E. selection!

Press 'Start' at the title screen. When you get to the player select screen, press Up, Up, Down, Down, Left, Right, Left, Right, 'A', 'B' on the pad! New screens appear for your enjoyment!

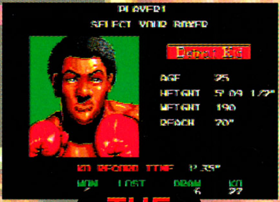
MEGA PREVIEWS!!

James Buster Douglas
KNOCK OUT BOXING

MEGA FILE...
Manufacturer: Sega
Sega System: Genesis
Cartridge Size: 4 Meg
Number of Levels: 5
Theme: Sports (Boxing)
Difficulty: Easy
Number of Players: 1 or 2
Available: September '90

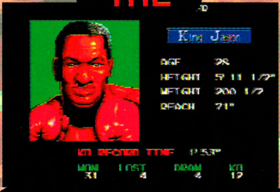
James Buster Douglas
KNOCK OUT BOXING

Final Blow will soon become Buster Douglas Knockout Boxing endorsed by the champ himself!



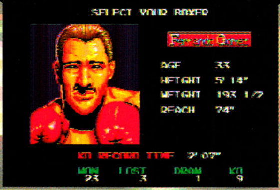
PLAYER1
SELECT YOUR BOXER
AGE 25
HEIGHT 5' 09 1/2"
WEIGHT 190
REACH 70"
KO RECORD TIME 1' 35"
WON LOST DRAW KO
6 27

THE



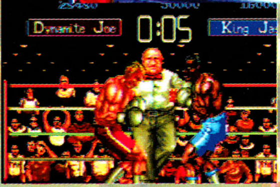
King Jason
AGE 28
HEIGHT 5' 11 1/2"
WEIGHT 200 1/2
REACH 71"
KO RECORD TIME 1' 53"
WON LOST DRAW KO
31 4 4 12

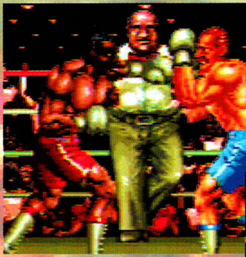
CHALLENGERS!



SELECT YOUR BOXER
AGE 33
HEIGHT 5' 14"
WEIGHT 193 1/2
REACH 74"
KO RECORD TIME 2' 07"
WON LOST DRAW KO
23 3 1 9

In Final Blow you must face five other top contenders to claim the world championship belt. Each of the fighters employs his own technique which must be studied.





Video boxing has never been as good as this! Final Blow duplicates all of the hard-hitting punches and fancy foot work found in the real sport! A virtual carbon copy of the little-seen Taito arcade game of the same name, Final Blow puts you in the shoes of any one of six different boxers from around the world! While the crowds cheer you on, you must use your boxing skills to knock-out your opponents or win on the decision.

The 16-Bit graphics and sounds in Final Blow are spectacular! The large characters are animated with precise detail and smooth movements that make the game come to life! Final Blow is a knock-out!

KNOCK-OUT!!

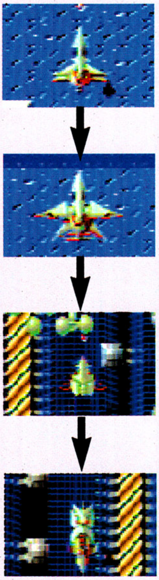
Fight as any one of the six boxers and go for the championship!

The Winner!!!

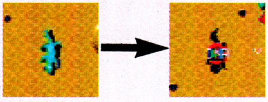
MEGA FILE...

Manufacturer: Sage's Creation
Sega System: Genesis
Cartridge Size: 4 Meg
Number of Levels: 10
Theme: Shooter
Difficulty: Hard
Number of Players: 1
Available: August '90

Get Power-Ups to evolve your ship



Collect DNA to Return Powered!

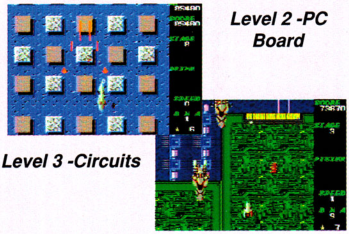


Shoot the salamanders to get DNA. This lets you begin your next life powered up.

In a solar system millions of light years from Earth there once existed the most advanced civilization in the universe. Centralized in one being called EVOL, this intelligence became bored and sought out new worlds to conquer. Finding a new planet EVOL set out to conquer and even though it but met with great resistance it finally won.

You must defeat EVOL who has established bases throughout the planet and restore peace!

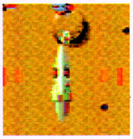
Shoot through 9 levels of action!

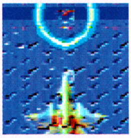


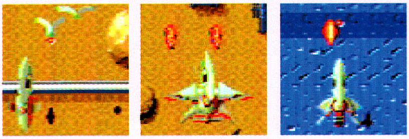
As you venture deeper into Darwin, the enemies are even more bizarre!

Build up awesome firepower!

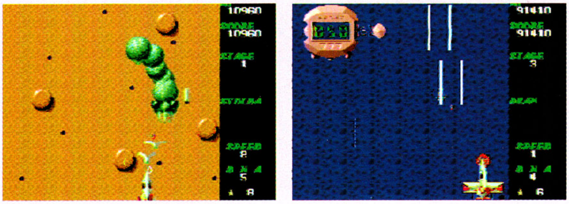
As your ship evolves into more advanced forms your firepower increases proportionally.







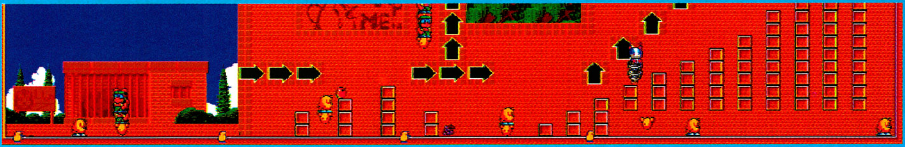
Battle with the alien life forms EVOL has taken over!



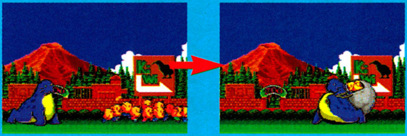
THE NEWZEALAND STORY

MEGA-FILE

Manufacturer: Taito
Sega System: Genesis
Cartridge Size: 4 Meg
Number of Levels: 50
Difficulty: Very Hard
Number of Players: 1
Available: NEVER

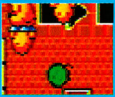


Save Your Fellow Kikis!



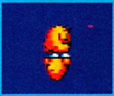
Your brother and sister kiwis have been kidnapped! One day a mean walrus came and grabbed your entire flock and took them to the zoo. Luckily you escaped but now you must find your relatives and rescue them before they become some tonight's dinner!

Grab some food for energy

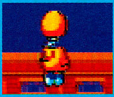


Shoot the Enemy

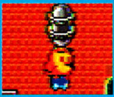
Kliwis Can't Fly!



Sit on a bird



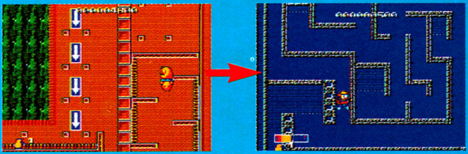
Ride in a baloon



Fly inside a UFO

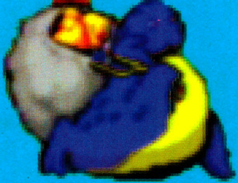
Getting to the end of the trecherous mazes is easier by hopping a ride on the different vehicals!

Travel through Mazes



Get Inside the Zoo!

Find and destroy the Boss



The New Zealand Story combines play elements from many different types of games. There's portions of Super Mario Bros., a dash of Mighty Bomb Jack and non-stop action. New Zealand incorporates and combines these elements perfectly for just the right amount of cutesy graphics and new play techniques.

Unfortunately, The New Zealand Story's great dual scrolling and unique action will probably never be seen on Genesis. Taito will release the game on NES as Kiwi Craze, with no Genesis release.

MONDU'S FIGHT PALACE

MEGA FILE...

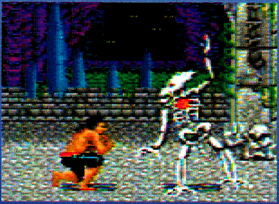
Manufacturer: Activision
Sega System: Genesis
Cartridge Size: 5 Meg
Number of Levels: 24
Theme: Action/Fighting
Difficulty: Easy
Number of Players: 1
Available: Fall '90

BATTLE THE TONGUE OF THE FATMAN!

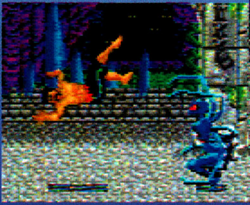
Mondu's Fight Palace is the setting of Activision's first game for the Sega Genesis system. Adapted from a popular computer game, Mondu's Fight Palace brings you face to face with some of the meanest monsters in the universe! Challenge creatures like Webbra, the giant spider and Skarl, a bone gladiator with more than just a few punches to throw in your face! Power-up in the special shops between each fight and buy secret weapons that let you freeze the enemies and become invisible! Buy more health as you head to a final confrontation with Mondu himself!

After each set of fights, you'll enter a special screen where you can bolster your fighting skills and heal any wounds you may have suffered in combat. Pick your power-ups and use them to your advantage!

POWER-UP AT THE DOC's



Take on Skarl in your second fight! This warrior uses his own bonus against you!



Webbra attacks with webs and her eight legs! Don't get trapped !

MASTER CONTROLS AND BEAT MONDU!!!

Punch, kick and power your way past Mondu's monsters!

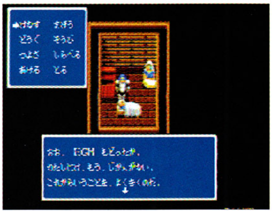
Use your atomic breath to damage the bad guys!

VERMILION

MEGA-FILE

Manufacturer: Sega
Sega System: Genesis
Cart Size: 6 Meg
Number of Levels: N/A
Theme: RPG
Difficulty: Hard
Number of Players: 1
Available: October '90

SOON TO BE A BIG 16-BIT MEGA-HIT!!


はなす
どうぐ
つよさ
あける
とる

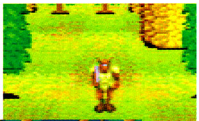
おお、EGH もどったか。
わたしには、もう、じかんがない。
これからいうことを、よく きくのだ。

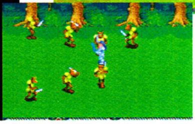
Once you choose your character, visit the old man...

Begin Your Quest

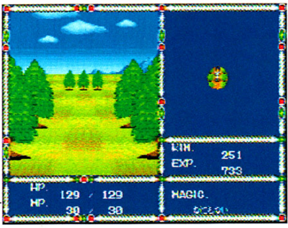
Vermillion is set to be Sega's big release this fall! RPG fans will have their hands full with this six meg monstrosity that features puzzles to solve, action-oriented combat and a first-person perspective view of the exploration! You must recover six gems which were stolen when you were a baby and bring them back to your mentor before their powers disappear. Avenge your village and restore peace!

Watch out for the demons!





Explore the Countryside!!


Close-up of present location
Overview of area
Life Status:
Hit Points
Magic Points
Money
Magic Spells
WIN.
EXP.
251
733
HP.
MP.
129 / 129
30 / 30
MAGIC.

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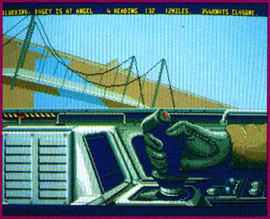
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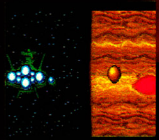
Target Earth™

MEGA FILE...

Manufacturer: Dreamworks
Sega System: Genesis
Cartridge Size: 4 megabit
Number of Levels: 8
Theme: Shooter
Difficulty: Impossible
Number of Players: 1
Available: July 1990

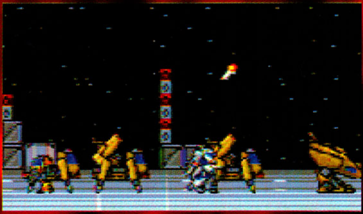
PROLOGUE

One hundred years ago an outer space expeditionary party left Earth to search for new worlds to colonize. They got into trouble and radioed back to Earth for assistance. Help never arrived and the explorers were destroyed. Those who survived vowed to avenge their comrades.

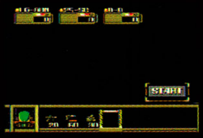


Put on your Cyborg Suit

The Battle Begins on Ganymede!



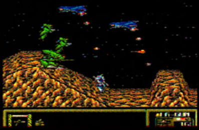
Select your Weapons



You can only carry 6 weapons so make your selection carefully.

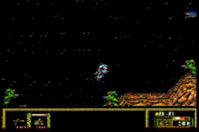
STAGE 1

The Raid on Ganymede



Shoot the blue ships as they appear.

Prevent the enemy from capturing the base. Blow up the main ship!



Jump over the walking soldiers.

Enemy warship destroyed.

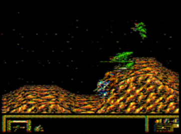
Mission complete!

Get bonus weapons!

STAGE 2

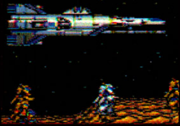
Escape!

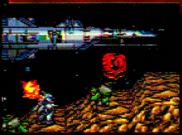
You have to get off the satellite. Rendezevez with the shuttle at the far side of the base!



Use your cannon on the larger enemy

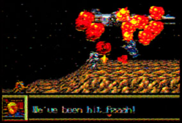
Get covering fire from your ship.



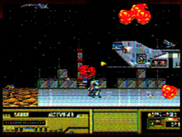


You have to keep moving or the enemy accumulates around you!

You're on your own when the ship gets hit by the lasers.

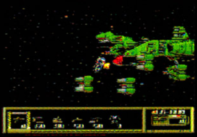


We've been hit. Bzaah!

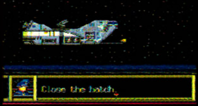


When the shuttle open the door, jump up to safety!

STAGE 3

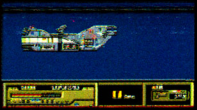


Fly to the right to destroy the main ship.



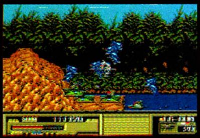
Close the hatch.

Enter your shuttle at the last moment to keep it from being shot.

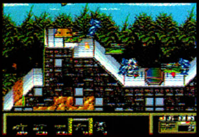


Descend down to the planet to complete the mission.

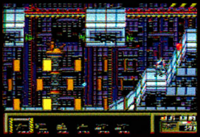
STAGE 4



Take on the ground forces on the planet.



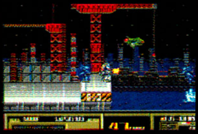
Blow an entrance to the underground base.

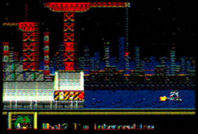


Destroy the enemy's reactor.

STAGE 5

Go to Guard Station A1 for more info.

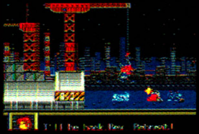




What? I'm intercepting

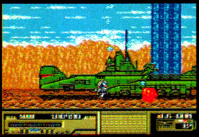
Intercept the enemy's communications!

Take on their leader -Rance Culzus.

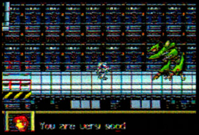


I'll be back Rex. Retreat!

STAGE 6



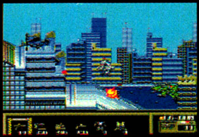
Destroy the power generating battleship



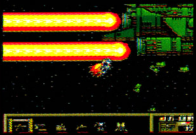
You are very good

Blow up the Chron Cyborg creation system

STAGE 7

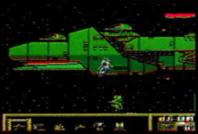


Recapture the space colony from the enemy

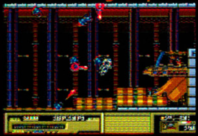


Annhilate the enemy warship before it departs

STAGE 8



Get into the opening in the flag ship!



And finally to the real enemy commander!

SUPER
Monaco GP

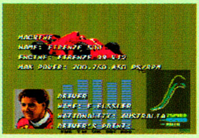
WELCOME
SEGA
GRAND
PRIX

MEGA FILE...

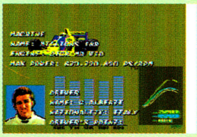
Manufacturer: Sega
Sega System: Genesis
Cartridge Size: 4 megabit
Number of Levels: NA
Theme: Auto Racing
Difficulty: Average
Number of Players: 1
Available: September 1990

Set Up Your Complete Racing Schedule!!

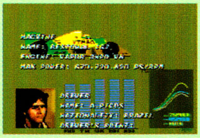
Select from 16 racing teams



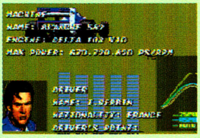
Australia



Italy

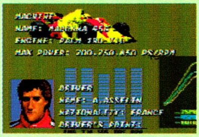


Brazil

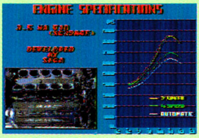


France

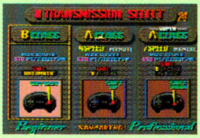
Learn More About Your Machine and Driver



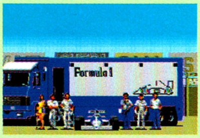
Head On!



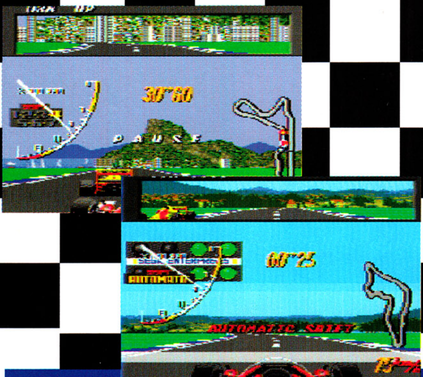
Engine Specs!



Choose Transmissions!



Meet Your Crew!



RACING FROM THE ARCADE AND ONTO THE GENESIS COMES REAL DRIVING ACTION!!

Video drivers have never looked better than this! Super Monaco GP is the 16-Bit home translation of one of the finest arcade racing games ever made!

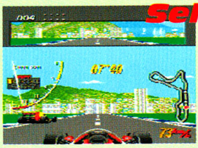
In addition to the fuel-injected speed that's straight out of the arcade, the Genesis version of Super Monaco GP also features new screens, new tracks and an all-new play mechanic that will have you weaving the pack to finish in first.

The graphics in Super Monaco GP are top quality, incorporating a mix of highly detailed backgrounds and vehicles with real digitized images of different portions of the race and the components under the hood. By powering-up the engine, tires, suspension and other elements of your race car, you can further increase the performance of your auto. This is just one more of the extra touches that Sega has placed in this cart that has everything.

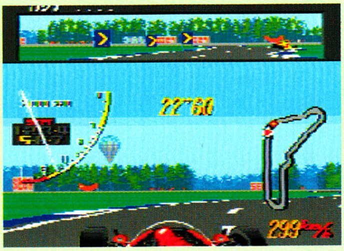
So put on your racing gloves, get behind the wheel, and push the pedal to the metal until you cross that finish line!

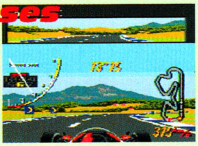
Prepare to race!

Select from 16 different courses

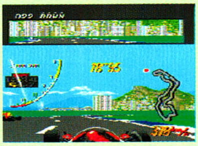


Honsen

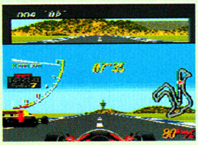




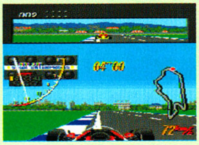
Portugal



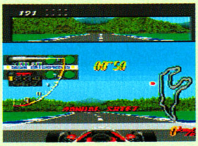
Monaco



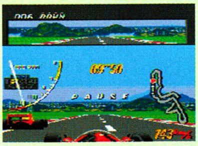
Spain



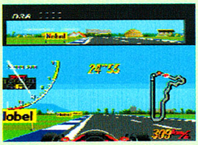
Australia



Belgium

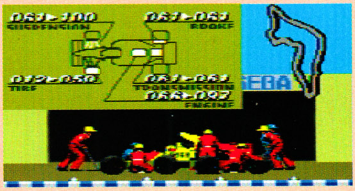


Japan



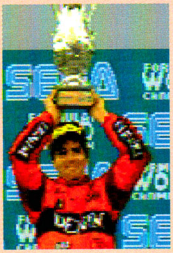
Mexico

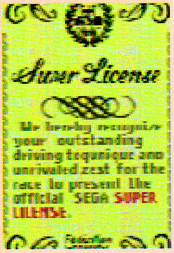
Pull Into the Pits for Repairs and Refueling


061▸100
SUSPENSION
061▸061
BODY
019▸050
TIRE
061▸061
TRANSMISSION
066▸097
ENGINE
SEGA

During the race you can exit into the pits to bring your car back up to top performance...but be quick about it!

Win Your Race and Progress to the Finals

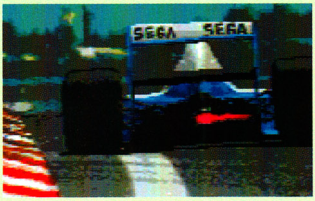




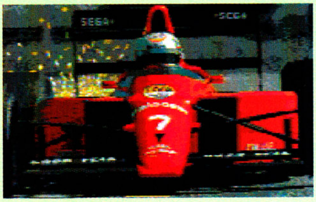
Super License

We hereby recognize your outstanding driving tequnique and unrivaled zest for the race to present the official SEGA SUPER LICENSE.

Great Digitized Graphics !



Throughout the course of play, Super Monaco GP treats you to some of the most fantastic graphics you'll ever see - including digitized pictures of the engine and different parts of the track during intermissions.



PAT RILEY BASKETBALL™

MEGA FILE...

Manufacturer: Sega
Sega System: Genesis
Cartridge Size: 4 Meg
Number of Levels: NA
Theme: Sports
Difficulty: Average
Number of Players: 1 or 2
Available: August '90

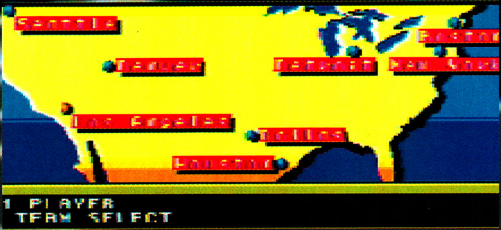
When Sega plays ball, they mean business. Just take a look at their upcoming basketball simulation - endorsed by the L.A. Laker's head coach, Pat Riley!

Pat Riley Basketball blends the rules and regulations of the real sport with the fast-action and strategy of video games! You command a team of pro players in a tournament against the best opposition in the country. Choose your team, pick your players and hit the court!

Every aspect of the real game is here. Put the ball into play and then work it down the lane. Go for a fast break and get under the hoop for an isolated close-up of the action and a slam-dunk! Similar to other basketball games, Pat Riley's Basketball makes good use of such cinema displays whenever the action gets tight when going for a stuff or jump ball. The majority of play remains within a scrolling field that pans as the ball moves between the hoops.

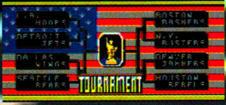
In addition to the basketball excitement, Pat Riley's Basketball also brings team positioning and reserves into play to increase the strategic overtones of the game. Combined with fast-paced shooting and passing, this 16-Bit sports extravaganza comes up a winner!

Choose from 8 pro B-Ball cities

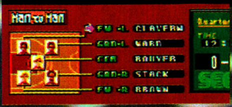

Seattle
Denver
Detroit
New York
Boston
Los Angeles
Dallas
Houston
1 PLAYER
TEAM SELECT

Practice in an exhibition game or go for an 8 game tournament

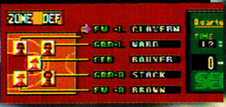
EXHIBITION


L.A. HOOPS
DETROIT JETS
DALLAS WINGS
SEATTLE BEARS
BOSTON BASHERS
N.Y. BUSTERS
DENVER JAMMERS
HOUSTON REBELS
TOURNAMENT

Select your style of defense

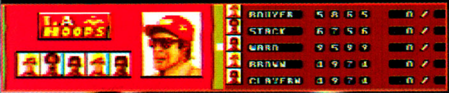


FW-L	CLAVERN
GRD-L	WARD
CEN	BOWYER
GRD-R	STACK
FW-R	BROWN

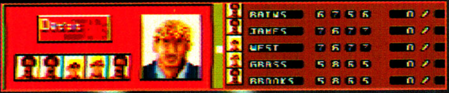


FW-L	CLAVERN
GRD-L	WARD
CEN	BOWYER
GRD-R	STACK
FW-R	BROWN

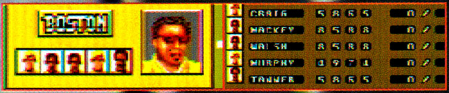
Match the player's abilities with the position



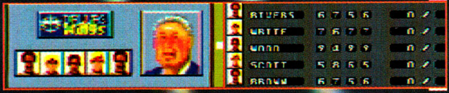
BOWYER	5	8	6	5	0 /
STACK	6	7	5	6	0 /
WARD	9	5	9	9	0 /
BROWN	4	9	7	4	0 /
CLAVERN	4	9	7	4	0 /



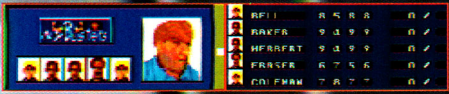
BAINS	6	7	5	6	0 /
JAMES	7	6	7	7	0 /
WEST	7	6	7	7	0 /
GRASS	5	8	6	5	0 /
BROOKS	5	8	6	5	0 /



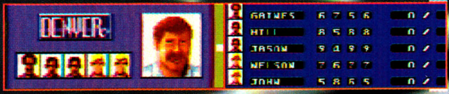
CRAIG	5	8	6	5	0 /
MACKEY	8	5	8	8	0 /
WALSH	8	5	8	8	0 /
MURPHY	4	9	7	4	0 /
TANNER	5	8	6	5	0 /



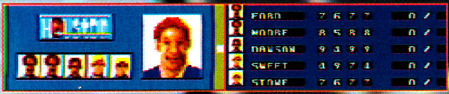
RIVERS	6	7	5	6	0 /
WHITE	7	6	7	7	0 /
WOOD	9	4	9	9	0 /
SCOTT	5	8	6	5	0 /
BROWN	6	7	5	6	0 /



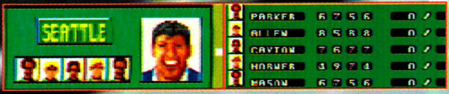
BELL	8	5	8	8	0 /
BAKER	9	4	9	9	0 /
HERBERT	9	4	9	9	0 /
FRASER	6	7	5	6	0 /
COLEMAN	7	8	7	7	0 /



GAINES	6	7	5	6	0 /
HILL	8	5	8	8	0 /
JASON	9	4	9	9	0 /
NELSON	7	6	7	7	0 /
JOHN	5	8	6	5	0 /

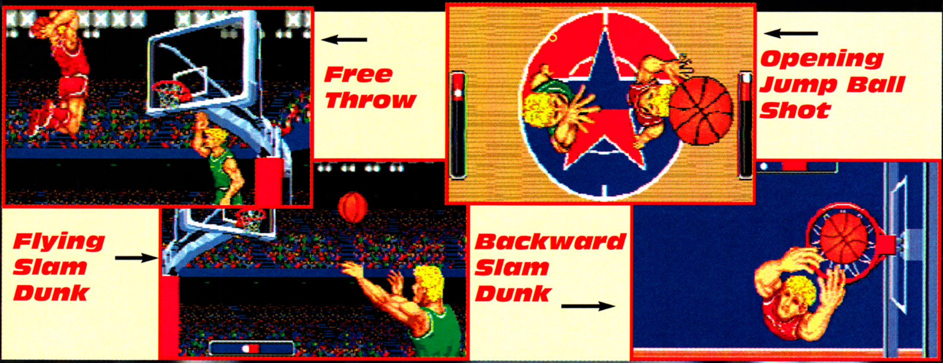


FORD	7	6	7	7	0 /
MOORE	8	5	8	8	0 /
DAWSON	9	4	9	9	0 /
SWEET	4	9	7	4	0 /
STONE	7	6	7	7	0 /



PARKER	6	7	5	6	0 /
ALLEN	8	5	8	8	0 /
CAYTON	7	6	7	7	0 /
HORNER	4	9	7	4	0 /
MASON	6	7	5	6	0 /

Check out the close up action shots



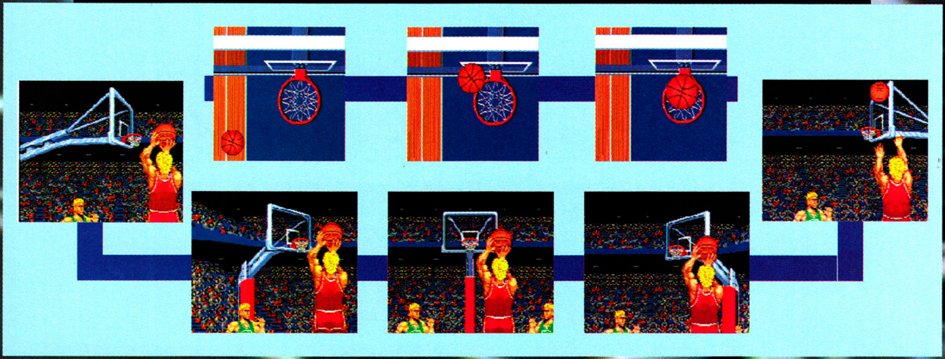
Free Throw

Opening Jump Ball Shot

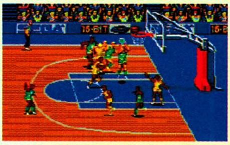
Flying Slam Dunk

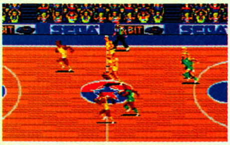
Backward Slam Dunk

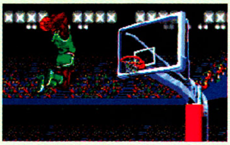
Three point jumpers from 5 different angles



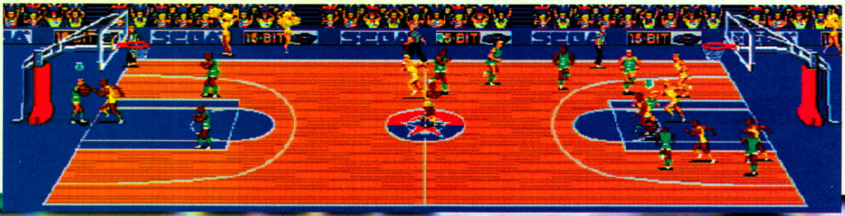
The Referees are watching, keep the game clean!







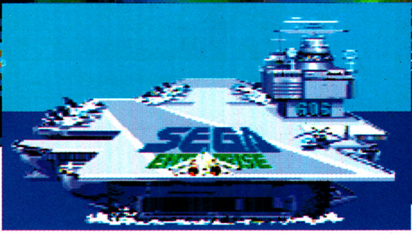
As you move the ball down the court, the action scrolls with you! Get to your basket and put it in!



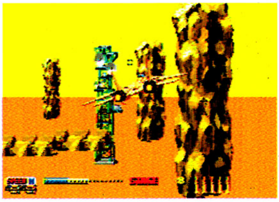
AFTER BURNER

MEGA FILE...

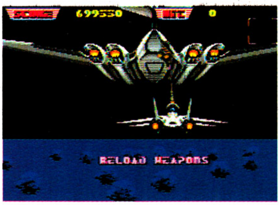
Manufacturer: Sega
Sega System: Genesis
Cartridge Size: 4 Meg
Number of Levels: 23
Theme: Flying/Shooter
Difficulty: Selectable
Number of Players: 1
Available: July '90



Take off from the deck of the Sega Enterprise carrier!



Strafe enemy positions with your guns and missiles!



In-air refueling and new missiles after each battle!

PLUG INTO THE FASTEST AERIAL SHOOTER EVER MADE!!

After Burner has always been one of Sega's premiere video games, both in the arcades and at home. But never before has After Burner exploded off the screen like it does in the new Genesis 16-Bit version called After Burner 2.

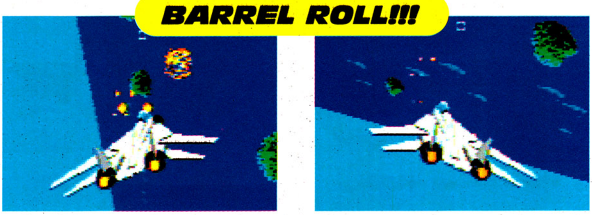
After Burner 2 is filled with all of the dynamic sights and sounds of the arcades. The backgrounds, although not as populated as the arcade version, scroll by smoothly, with no choppy movement. The background horizon tilts and turns to every move your advanced F-14 makes, including spectacular barrel rolls that are straight out of the coin-op!

Unlike previous home versions of After Burner, part two uses all of the elements found in the arcade original. For the first time, home players will be able to actually control the After Burners, adjusting speed as the plane presses its way deeper into enemy territory. Vulcan cannons and Heat-Seeking Missiles round out your compliment of weapons.

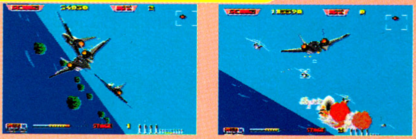
All types of enemy aircraft, ranging from helicopters to jet aircraft will once again raid your position with an endless and ruthless intensity. Just like the arcade, however, there will be hope in the form of a friendly cargo plane that always provides in-air refueling and weapons repairs.

Take to the skies in one of the most incredible shooters ever made when After Burner 2 appears this summer!

BARREL ROLL!!!

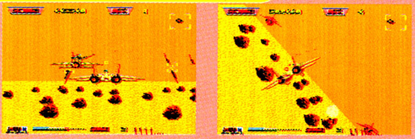


LEVEL ONE



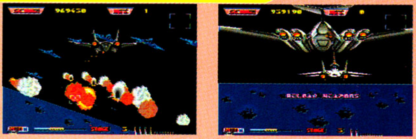
You begin your battle for air supremacy off of the deck of the Sega Enterprise carrier and out over the ocean. The first attacks are easy, but the number of bogeys increases later in the round.

LEVEL TWO



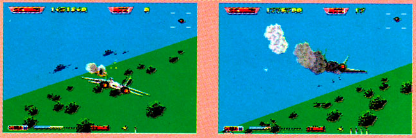
Head deeper behind enemy lines as your fighter streaks across the desert. New opponents will appear on this round, throwing even more missiles and targets at your position.

LEVEL THREE



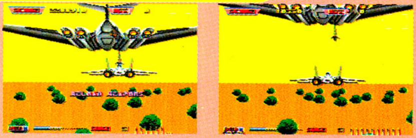
Refuel and re-arm your warship at the beginning of level three. Resume your battle with a fully stocked ship during nighttime, where the enemy is cloaked by darkness!

LEVEL FOUR



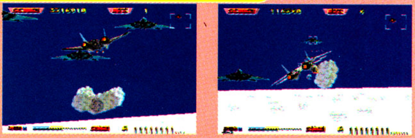
The action begins to really heat up as daylight returns and the battle continues over green pastures of some foreign nation. Be prepared to face some stiff resistance as you journey ahead.

LEVEL FIVE



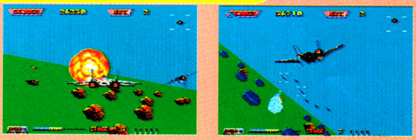
Level Five is very much a neutral zone. When the round begins, the refueling transport will appear and increase your weapons reserves. It will then disappear and level six will begin.

LEVEL SIX

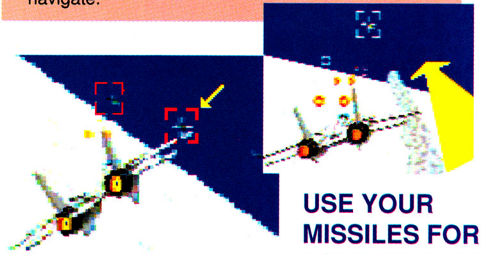


Fly over the polar ice caps in this round. The frozen tundra serves as a backdrop for the aerial action that becomes even more difficult to navigate.

LEVEL SEVEN



As you press on further, the enemy fighters will become more numerous, fire more missiles and home in on your position much more accurately. Can you make it to the 23rd level?!?



When you get a target signal and the game screams "FIRE!", you're locked on...fire a missile!

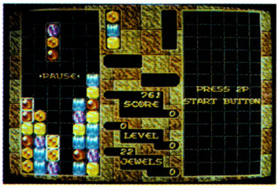
USE YOUR MISSILES FOR LONG-RANGE ATTACKS!!!

MEGA TIPS...

...To avoid most attacks, especially in higher levels, use a back-and-forth technique. Keep your fighter moving in a pattern that moves clockwise from the lower-left corner to the lower-right, then repeat it in a counter-clockwise direction...Use your After Burners to avoid missiles and fighters that attack from behind...

COMING ATTRACTIONS

MEGA GAMES TO WATCH OUT FOR ON THE 8 AND 16-BIT...



COLUMNS

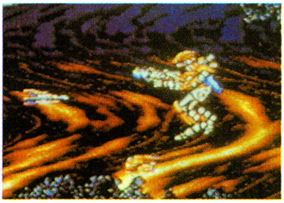
Sega/Genesis

A strategy/reflex original for the Genesis. Released in Japan as an arcade entry, Columns combines elements of both Tetris, with its block-falling, and Klax, with its method of clearing blocks. The action is fast-paced, with plenty of strategy involved in placing the blocks into the correct positions as they fall.

THUNDER FORCE 3

Technosoft/Genesis

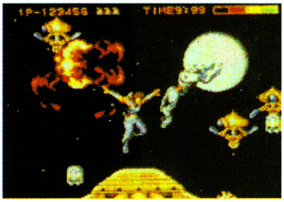
Shooting action of extraordinary proportions! TF3 follows-up the explosive conflict that began in part two, with a solid array of weapons, backdrops and Boss vehicals. Destined to become a Genesis classic, check out our full review of TF3 next issue!



STRIDER

Sega/Genesis

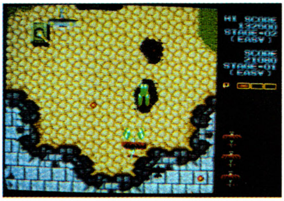
Likely to become one of the best Genesis games of all time! Strider duplicates the excellent arcade version of the action hero. The demo we saw featured fantastic graphics, incredible animations and game play that is absolutely out of this world!

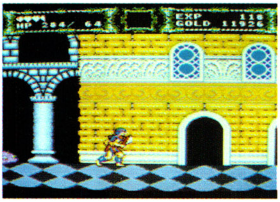


FIRE SHARK

Dreamworks/Genesis

This follow-up to the hit Sky Shark got a short run in the arcades, but features even more blast-em-away shooter fun! A virtual carbon-copy of the coin-op, Fire Shark has kick weapons, super bombs and an onslaught of enemy fighters!





DANDO

Treco/Genesis

Part RPG and part Legendary Axe-style action, Dando takes the best of both worlds and wraps them up together into a battle-filled quest! A lot of possibilities with this one.

New Soft News...

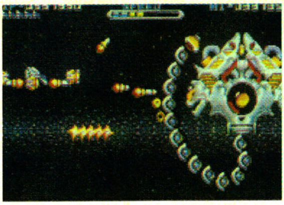
...Look out for the Master System 2 to reach stores at under sixty bucks soon! It will come packed with Alex Kidd in Miracle World...Future Genesis titles from Sega that were on display at CES include E-Swat, Mickey Mouse, Dynamite Duke, Wrestle War and Dick Tracy - all due this year!...

OVER 70 NEW TITLES BY CHRISTMAS!!

WHIP RUSH

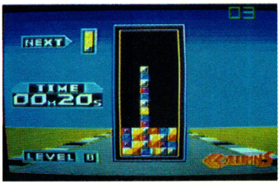
Renovation/Genesis

Here's a shooting game with an interesting twist. Whip Rush has the usual compliment of weapons, power-ups and Bosses to overcome, but the shooting is presented in a much more action-intensive environment that scrolls both vertically and horizontally!



THIRD PARTY!!

Look for many exciting new games to appear from new third-party licensees! Over 30 new games are set to appear this year, ranging from computer translations like Populous and Zany Golf from EA, to arcade games like Hard Drivin' to even new original efforts like Macress, Final Zone and Bimini Run!



COLUMNS

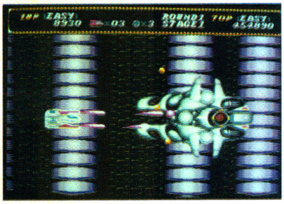
Sega/Master System

Despite its lack of great 16-Bit looks and sounds, Columns plays just as good on the Master System! The object remains the same, get the different colored jewels lined up in horizontal, vertical or diagonal lines to eliminate them and make all the other jewels fall into place. A great Tetris derivitive for the SMS.

HELLFIRE

Dreamworks/Genesis

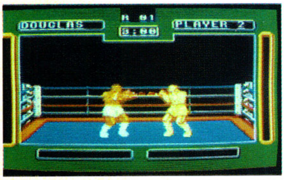
Like Fire Shark, HellFire is another Toaplan game to be successfully converted over to the Genesis. Mega firepower and super graphics highlight this space battle that requires a little more strategy and forethought than most mindless blasters!



BUSTER DOUGLAS BOXING

Sega/Master System

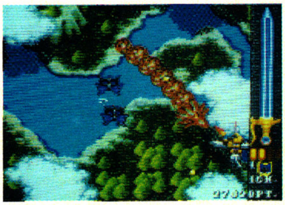
Take away the celebrity endorsement and you get a boxing game that, at least at this point, doesn't quite have the graphics or play appeal of Rocky, but shows a lot of potential.

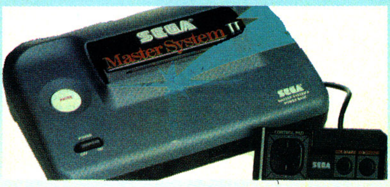


PHELIOS

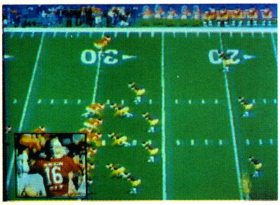
Namco/Genesis

A vertical shooter with some great depth-perception in the backgrounds and super shooting action, Phelios is the name of a little-seen Namco coin-op which featured scaling and rotation. Although those things are missing from the Genesis version, it's still a great game!





NEW MASTER SYSTEM DESIGN WITH ALEX KIDD BUILT-IN!



JOE MONTANA FOOTBALL

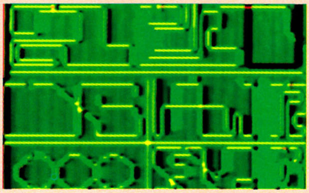
Sega/Genesis

The 16-Bit version of Genesis football is looking good, with a horizontally-scrolling gridiron and isolated shots of the superstar in action!

RC
GRAND PRIX
TM

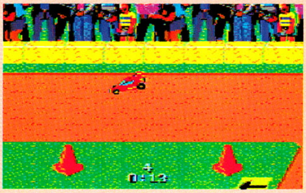
MEGA FILE...
Manufacturer: Seismic
Sega System: Master
Cartridge Size: 2 Meg
Number of Levels: 9
Theme: Auto Racing
Difficulty: Average
Number of Players: 1
Available: July 1990

RC Action For the 8-Bitter!

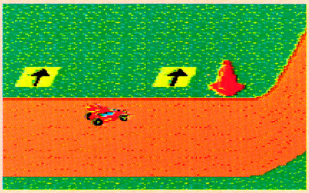


Memorize the track layout.

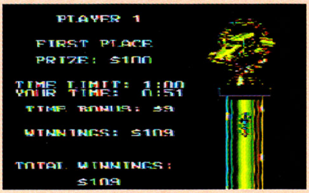
Get ready for a different type of road racing game from Seismic! RC Grand Prix is a super-fast multi-lap mini-car competition against three computer-controlled opponents. Win races and build up your vehical to take on the opposing vehicals and win the championship!



Start your engines & prepare to race !



Watch for the turning arrows



PLAYER 1

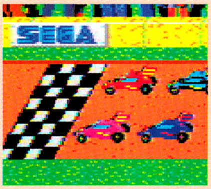
FIRST PLACE
PRIZE: $100

TIME LIMIT: 1:00
YOUR TIME: 0:51
TIME BONUS: $9

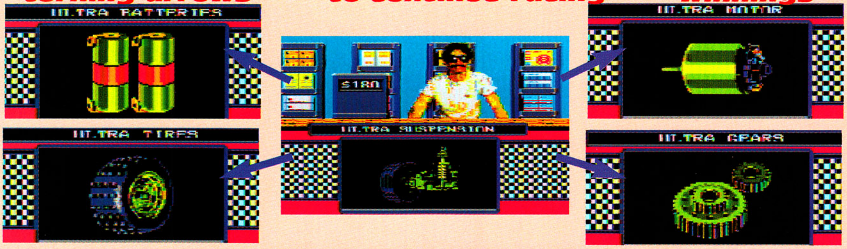
WINNINGS: $109

TOTAL WINNINGS:
$109

Finish in the top 3 to continue racing



Collect your winnings

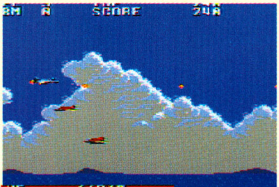

ULTRA BATTERIES
ULTRA MOTOR
$180
ULTRA TIRES
ULTRA SUSPENSION
ULTRA GEARS

AERIAL
ASSAULT

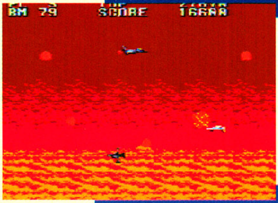
MEGA FILE...

Manufacturer: Sega
Sega System: MasterSystem
Cartridge Size: 2 Meg
Number of Levels: 5
Theme: Shooter
Difficulty: Average
Number of Players: 1
Available: August '90

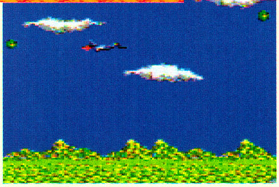
Take on Different Missions



Level One - Battle over water

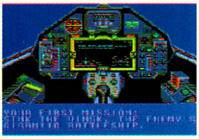


Level Two - Fight above the clouds



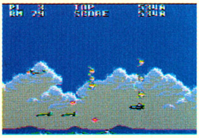
Level Three Fly over Land

The year is 1999. An evil military power , known only as the "N.A.C." made a major scientific breakthrough - they created a super-weapon called "EL.". This laser emitter has the power to destroy the ozone layer above any nation in the world. United, the nations of the world launched the "Freedom Fighter" and you are its pilot. Fight through 5 levels of all out war to destroy the "EL" before it can be used to permanently destroy the planet. Shoot the spinning planes for super power-ups and with a little luck you might just succeed!



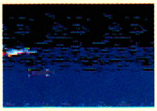
YOUR FIRST MISSION:
SINK THE DINSK. THE ENEMY'S
GIGANTIC BATTLESHIP.

Get Your Assignment

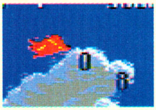


Take on eneny jets!

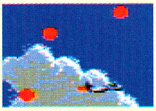
Get more powerful weapons



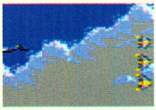
Missiles



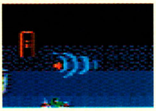
Bombs



8 Way Shot

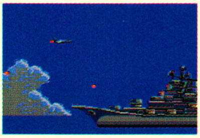


Triple Fire

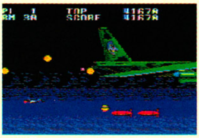


Shields

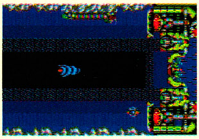
Destroy the End of Round Main Targets!



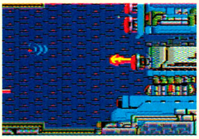
Sink the Helvetica



Get the Super Bomber



Can You Pass This?



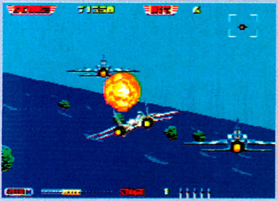
The Final Boss!!

MEGA REVIEWS!!

The Sega Genesis/Master System Resource

After Burner 2, Target Earth, Ghostbusters, Moonwalker, Curse, Pat Riley Basketball, Cyberball, Super Monaco GP, RC Grand Prix, E-Swat, Aerial Assault

AFTER BURNER 2



After Burner 2 is the 16-Bit sequel to the arcade shooter and 8-Bit follow-up of the same name. Manuever around the screen, adjusting your speed and firing missiles, while wave after wave of enemy war planes attack.

Sega	Genesis	Flying/Shooter	1 Player	4 Meg	7/90

DAVE

After Burner 2 is really a hot game, with an unrelentless enemy attack and lots of challenge. The graphics are top notch and very smooth. The game gets repetitive, and you do little more shoot but it's still fun!

8

G.O.G.

This is as close as it gets folks! After Burner 2 is as faithful as Ghouls and Ghosts was. A few details are left out of this edition, mostly in graphics, but the game plays fantastic! The best version of After Burner yet!

8

MIKE

A fantastic flight simulator that does just about everything but flips! Besides that minor shortcoming, animation and play remain very close to arcade. The scaling is the best I've seen and help the look of this great game!

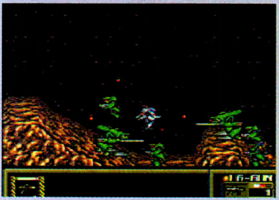
8

BART

It's finally here! The home version of After Burner that lets you use your thrusters! The game does complete justice to the Top Gun of video shooters, with fast, super-smooth action, kicking tunes and perfect game play.

9

TARGET EARTH



Climb into a power suit and raid an alien army in this scrolling action/shooter. Power-up your suit and reach the goal of each level by blasting your way through the enemy forces. This multi-event cart features an unfolding story.

Dreamworks	Genesis	Action/Shooter	1 Player	4 Meg	6/90

DAVE

TE is interesting and unique and very challenging. It gets too difficult to quickly, however, and the higher rounds are next to impossible. Some control and play quirks left me frustrated after just a few levels!

6

G.O.G.

Although I feel this game is presented graphically well, I also get the impression that the game could control better. I like the variety and mixture of power-ups with the game play, but the overall objective was boring.

7

MIKE

TE very easily could have been much better, but comes up short due to the impossible difficulty and lack of control. The game is unique and has a good story, but the best the game has to offer is at the end.

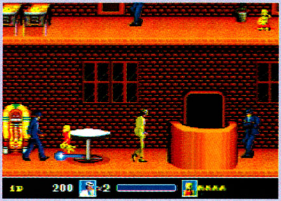
6

BART

This one is a toughie. At first, TE looks flat and boring, but master players who can get into higher rounds are in for a treat! As the game progresses it gets better, but it loses appeal because of its difficulty.

5

MOONWALKER



Moonwalker brings all of the excitement of a Michael Jackson video onto the Genesis. You control the gloved one as he fights his way past thugs, using fleet feet and a variety of special techniques, as Jackson hits play.

Sega	Genesis	Action	1 Player	4 Meg	8/90

DAVE

7

The great gloved-one stars in his own game! This cart follows Michael's adventures and features a search and rescue little girl goal. Essentially a spruced up punch and kick, with Jackson music and good graphics.

G.O.G.

8

Moonwalker does a great job of following the theme of Jackson's hit mini-movie, with familiar music and scenes. The play is good, with many extra touches. It gets repetitive, but remains fun.

MIKE

7

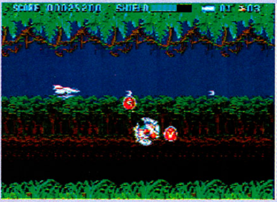
While I like the idea behind this game, with all items to interact with, I got sick of Michael Jackson, his moves, and screaming real quick. As an action game it's good on its own with nice graphics and music.

BART

7

Eventually it had to happen, a Michael Jackson video game. Moonwalker is a real surprise!The graphics are done with high detail and the music is familiar. The game gets repetitive but remains fun to play.

CURSE



Curse incorporates many proven play techniques to create a five level shooter with menacing Bosses, super power-ups, strange aliens and explosive action. Protect the Earth before the planet falls into the alien grasp.

INTV	Genesis	Shooter	1 Player	4 Meg	6/90

DAVE

7

Although I like the intensity level of this shooter, I hate the way your firepower travels with little animation. The game looks and plays relatively well, however, but could have been better had it been longer than five levels.

G.O.G.

7

Curse is unfair in many parts because there are so many enemies attacking at once, but it does stand out as a great shooter on the Genesis. The shooting graphics are lame, but the rest of the game looks O.K.

MIKE

8

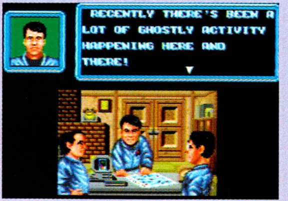
I love the way this game unloads a ton of objects at once. The theme is straightforward - blow everything away. You're treated to challenging play along the way, with animations that suffer from little flicker.

BART

8

Take Thunder Force 2, remove the overhead scenes, pump up the intensity with multi-level scrolling and you get Curse. This is very challenging, but my only complaint is the short play time of only five rounds.

GHOSTBUSTERS


RECENTLY THERE'S BEEN A LOT OF GHOSTLY ACTIVITY HAPPENING HERE AND THERE!

Here come the Ghostbusters again, this time in 16-Bit! This conventional action/adventure game introduces the trioto five spooked buildings that scroll to explore. Each is filled with creatures, huge Bosses and more!

Sega	Genesis	Action	1 Player	4 Meg	8/90

DAVE

9

This game is incredible! You get a big cast of monsters, super Bosses, shops, graphic/text screens and multiple number of tasks to complete. The graphics are great and the whole cart sizzles with excitement!

G.O.G.

8

Probably one of the best games ever made for the Genesis, Ghostbusters is a great game as well as a good name! The action is solid, the graphic fantastic and the game play diverse throughout. A winner!

MIKE

8

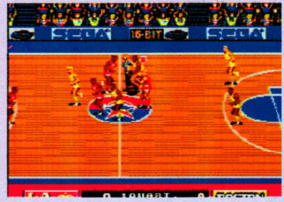
There's a lot to do in this game and that's what makes it great. Besides having some of the best graphics on the Genesis so far, you also have to contend with bizarre monsters, cool Bosses and trapping ghosts!

BART

8

Get slimed - 16-Bit style! A great game which is the best version yet! Frightening graphics and scary Bosses await you in each of the game's five stages. Cool graphics and unique enemies throughout.

PAT RILEY'S BASKETBALL



Pat Riley's Basketball brings the action of the arcades into sports. Combining scrolling action on the court with isolated close-ups of various shooting actions, Genesis basketball features tournaments, exhibition and more!

Sega	Genesis	Sports	1 or 2 Player	4 Meg	8/90

DAVE 6

I've never been a real video basketball fan and despite the graphic candy in this contest, my opinions haven't changed much. The action is O.K., and gets better with head-to-head play, but it's not spectacular.

G.O.G. 7

Genesis plays a pretty good game of Basketball. The action controls a lot like Double Dribble, but the animation sequences are much better. The game is fast, but their aren't as many options as there could be.

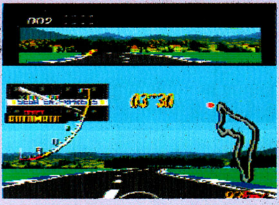
MIKE 6

While the scrolling is smooth and the passing and shooting are executed well, this game gains more attention for its graphics than its play. The free throws are off-center and no substitutions limit strategy.

BART 8

Genesis plays an awesome game of basketball. I really enjoyed this, even though I don't like sports games. Excellent graphics and lots of close-up animations add class to this superb-playing B-ball game.

SUPER MONACO GP



Adapted from the arcade original, Super Monaco GP brings thrilling race car action to the Genesis. Using a number of new features that were not in the coin-op like different teams, engines & a tournament, SM is very diverse.

Sega	Genesis	Driver	1 Player	4 Meg	9/90

DAVE 6

This game just isn't like the coin-op. I know there are some new screens, digitized intermissions and options, but the game play isn't as fast and the road isn't as wild. Graphics are good but the play isn't very intense.

G.O.G. 8

Super Monaco isn't like the arcade, but that doesn't mean it isn't a good game. The controls handle well, the graphics are decent, and the hairpin turns really whiz by. For a new kind of racer, SM gets a green light!

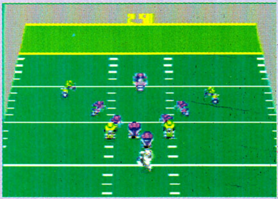
MIKE 9

SM is a great game. It's filled with endless choices ranging from a pit crew, different teams, engines and more! This game has everything and the realism in the racing (like a huge tach) is second to none!

BART 8

Another game that I've been waiting for and I'm not disappointed! SM is fantastic, with slick graphics, hairpin crashes, pit stops and anything else you could want in a driver. A bit slow, but outstanding anyway!

CYBERBALL



Football meets the future in this Genesis arcade translation for the regular system and soon the modem. Two teams take on each other with gridiron robots who play football by an all-new set of rules! Multiple plays and other familiar football options.

Sega	Genesis	Sports	1 or 2 Player	4 Meg	8/90

DAVE 5

Cyberball handles sluggish and there's not too much interaction with most of the team, but so was the arcade. The graphics are minimal, with a scrolling field and some intermissions as most of the graphics.

G.O.G. 7

I loved Cyberball in the arcades and find this version to be pretty close. The quarter-angled scrolling field isn't quite as good, but most of the character graphics are there along with the play.

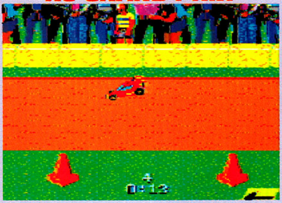
MIKE 6

I like the idea of having robots in a sport, and the way it's handled is good (with breakdowns instead of injuries). But Cyberball suffers from few plays and no excitement. 2-player is better, but still not great.

BART 5

This translation duplicates the coin-op's football in the future theme. Control is sluggish, and there's little interaction with most of the team. Graphics are average, but fans will probably appreciate it.

RC GRAND PRIX



R.C. Grand Prix is a racing game of a different sort. In this cart you control a RC vehical around a dirt track against three opposing models. Navigate the corners and pick up prize money to go to the power-up shop for enhancements!

Seismic	Master	Driver	1 Player	1 Meg	6/90

DAVE 7

I like this game a lot, although it does get frustrating to play in higher levels. The graphics are decent and the scroll is great, but there isn't much to do. The shop is a nice touch, however, and makes the game play well.

G.O.G. 6

RC Grand Prix is the SMS version of RC Pro-Am. Although the graphics and design of the tracks is good, the controls are difficult. The shops are nice, but you never seem to earn enough money when you win.

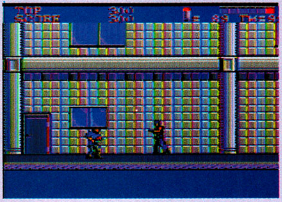
MIKE 5

There's nothing spectacular about this game. There are no special effects, it's hard to control and is very barebones. The curves are too narrow and make the game hard to control. A nice attempt that falls short.

BART 5

Sega's 8-Bit attempt at RC Pro-Am falls short in many areas. The control is slow and you find yourself bumping into the walls quite often. Graphics are better, but the abscence of power-ups is missed. Very average.

E-SWAT



Based on the arcade game that is also from Sega, E-Swat casts you in the garb of a policeman from the future, with an armored body and super weapons. Power-ups, Bosses, and round definition are standard.

Sega	Master	Action/Shooter	1 Player	2 Meg	9/90

DAVE 4

Although this game has all the ingredients for a great cart, there's nothing really spectacular here. The graphics are small and washed out and there isn't much challenge. This is E-Swat in name only.

G.O.G. 5

E-Swat isn't anything like the arcade version, except for the theme and armor. This game is alright, but doesn't really have any special. The graphics, sounds and play are all average, with not a lot of highlights.

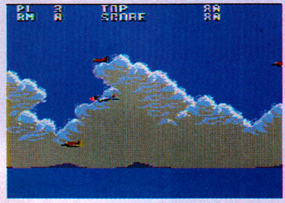
MIKE 7

This is a good action/shooter for the SMS. While the graphics are only a little better than average, there's enough variety in look and feel, with the addition of the power suit and Bosses, to provide satisfaction.

BART 7

E-Swat is good as an 8-Bitter, capturing the feel of the arcade. Disregard the extreme downgrade in graphics and E-Swat is pretty faithful. Contra-type play and multi scrolling show Sega's commitment to their 8-Bit.

AERIAL ASSUALT



Aerial Assault is your standard side-scrolling shooter, pitting a spiffed-up fighter/bomber against an army of enemy pilots. Multiple power-ups allow you to tailor your plane to the territory, and large Bosses attack at the conclusion of each level.

Sega	Master	Shooter	1 Player	1 Meg	7/90

DAVE 4

There is a lot to shoot at in this game, but nothing is interesting and there isn't much variety except in the power-ups. The graphics are too small and the game doesn't have any power or intensity to it.

G.O.G. 5

This has O.K. shooting action, but it never gets out of control. Some of the later levels are filled with cool graphics, but the enemies are all pretty much the same and there's nothing overwhelming about this cart.

MIKE 4

This game is very disappointing. Aerial Assault just doesn't have enough to it. The graphics are too small and, while it tries to be R-Type, there just isn't the graphics or challenge of that better-known arcade hit. A dud!

BART 5

A side-scrolling shooter for the SMS, with 20 power-ups and backgrounds that are multi-layered. The characters, however, are tiny and game play is slow and repetitive. No where near R-Type

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MORE MEGA-PREVIEWS...

Turn to Mega Play for the real scoop on all the best Master System and Genesis games to come! Check out our super sneak peeks of hot new 16-Bit carts like Columns, DJ Boy, Phelios, E-Swat, Insector-X and Strider! You'll also find tons of screen shots for the best the 8-Bit has to offer, including Gauntlet, E-Swat, Paperboy, Ghouls and Ghosts, Shinobi 2, Forgotten Worlds and Super Monaco GP! Any way you look at it, no matter which system you own, Sega is hotter than ever and Mega Play is the magazine to turn to!

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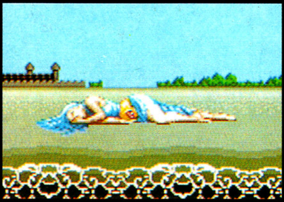

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Mega Play is the place to turn to for the best playing secrets on your favorite Sega games! Get set for a strategy spectacular featuring tricks and codes on all the latest releases, as well as a mega-blowout on Sega's ultimate RPG for the fall, Vermillion! We'll have maps and more that will take you into this super six-meg adventure and bring you back alive! Our next issue will also feature a special section filled with hidden tricks on dozens of Master System games! You can't lose with Mega Play!

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Our quartet of Sega masters rip into a dozen new Master System and Genesis titles, giving you honest appraisals of the hottest summer action! The Mega Play pros play futuristic football with Cyberball, go to the hoop in Pat Riley's Basketball, do some spook-shootin' in Ghostbusters and guide the gloved-one through Moonwalker! On the 8-Bit front, we'll tear apart the underworld adventure of Gauntlet, ride the mean streets in Paperboy and explore geometry in a whole new way with Columns. All these plus many, many more in the only Sega mag that tells it like it is...Mega Play!

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